

# Victor 700 Calculator Teacher's Guide

### **Lesson 1: Learning the Victor 700 Calculator**

Overview Familiarize students with the calculator.

Teacher Materials "Learning the Victor 700 Calculator" transparency, red

transparency markers.

Student Materials Pencil, red crayons, "Victor 700 Calculator"

worksheet, calculator

Key Introduced ON/C

Teaching Notes Distribute the calculators.

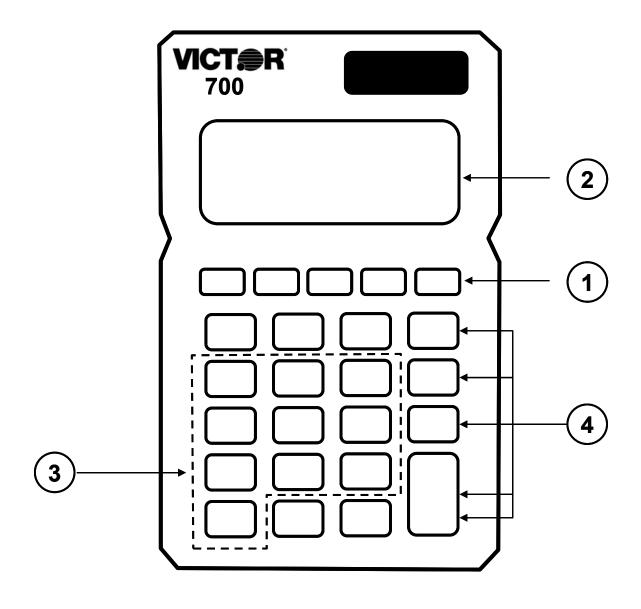
Use the transparency to discuss the keys and display of the Victor 700. Ask students to follow along on their worksheet. The ON/C key (1) turns the calculator on and clears the display. Write "ON/AC" on the appropriate key and ask the students to do the same. Press the ON/C key to turn the calculator on.

Show the students the location of the display (2). Ask what is showing in the display. Write a zero and a decimal point in the display. Ask the students to do the same.

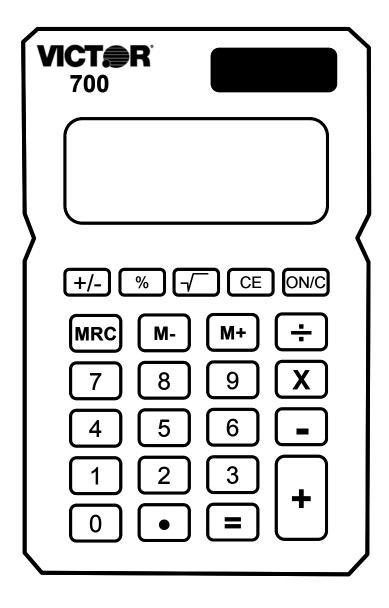
Ask students to write the numbers on the number keys (3) as you do the same. Press a number key to show how the number shows on the display.

Ask students to write the math operations  $(\div, X, -, +)$  on the math operation keys (4).

# **Learning the Victor 700 Calculator**

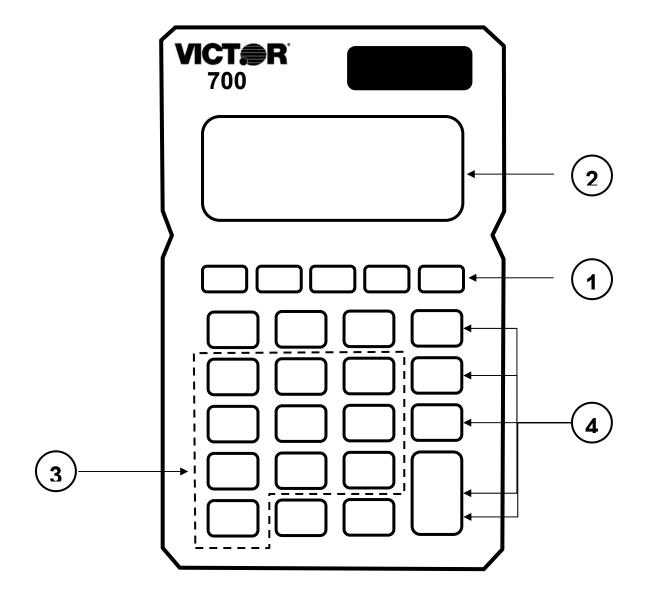


## **Victor 700 Calculator**



STUDENT WORKSHEET

# **Learning the Victor 700 Calculator**



### **Lesson 2: Using the Victor 700 Calculator**

Overview Use the calculator to enter and view numbers.

Teacher Materials "Victor 700 Calculator" transparency.

Student Materials Calculator, "Calculator Battle" worksheet, "Calculator

Battle Score Sheet", pencil.

Keys Used 1 - 9, ON/C

Teaching Notes Distribute the calculators.

Ask the students to press the ON/C key.

Ask the students to press the "1" and "9" keys to enter the number "19". Ask "How do you clear the number 19 from the display"? Answer: press the ON/C key

To play "Calculator Battle", pair up the students. Explain the following game rules:

- Cut out the Calculator Battle cards (one set for each pair of students).
- Mix the cards and place face down in one pile.
- Student A draws a card and enters the number on their calculator.
- Student B draws a card and enters the number on their calculator.
- ➤ The students compare the displays. The student with the largest number scores a hit and enters "1" on the score sheet.
- ➤ Both students press the ON/C key.
- The game continues until all cards are gone. The player with the most hits wins.

STUDENT WORKSHEET

## **Calculator Battle**

2	5	
7	6	9
8	4	3

STUDENT WORKSHEET

## **Calculator Battle Score Sheet**

Student A Name:	Student B Name:
Hits	Hits

#### **Lesson 3: Addition**

Overview Use the calculator to add numbers.

Teacher Materials "Addition" and "Correcting Wrong Entries"

transparencies.

Student Materials Pencil, Calculator, and "Calculator Connections"

worksheet.

Keys Introduced +, CE

Teaching Notes Display the "Addition" transparency. Ask the students

to press the buttons as illustrated.

Display the "Correcting Wrong Entries" transparency. Ask the students to press the buttons as illustrated.

The "Calculator Connections" worksheet provides additional practice. Ask students to solve each addition problem with the calculator and connect the

box with the correct answer by drawing a line.

## **Addition**

#### **Press these buttons:**

### The calculator shows:

ON/C

0.

1 +

1.

2

2.

=

3.

-----

-----

ON/C

0.

1 +

1.

3

3.

+

4.

5

**5**.

=

9.

## **Correcting Wrong Entries**

$$6 + 3 = ?$$

Press these buttons: The calculator shows:

ON/C

0.

6 +

6.

2

2.

CE

0.

•

3

3.

=

9.

## **Calculator Connections**

Add the numbers in the boxes on the left side of the page. Draw a line to the box on the right side with the correct answer.

#### **Lesson 4: Subtraction**

Overview Use the calculator to subtract numbers.

Teacher Materials "Subtraction" transparency.

Student Materials Pencil, Calculator, and "Calculator Connections II"

and "Big Number Math" worksheets.

Keys Introduced - (minus key)

Teaching Notes Display the "Subtraction" transparency.

The "Calculator Connections" worksheet provides additional practice. Ask students to solve each subtraction problem with the calculator and connect the box with the correct answer by drawing a line.

## **Subtraction**

Press these buttons:	The calculator shows:
ON/C	0.
9 -	9.
5	5.
=	4.
ON/C	0.
8 -	8.
1	1.
_	7.
2	2.
	5.

## **Calculator Connections II**

Subtract the numbers in the boxes on the left side of the page. Draw a line to the box on the right side with the correct answer.

186 - 22	121
54	
<u>- 51</u>	88
99 <u>- 11</u>	164
222	211
<u>- 11</u>	
677 <u>- 556</u>	3
69 - 42	27
32	
<u>- 18</u>	26
55 <u>- 29</u>	14

STUDENT WORKSHEET

## **Big Number Math**

Use your calculator to subtract the big numbers in the boxes and write down the answers. Circle the biggest answer.

72,456 -51,432		98,744 <u>-10,221</u>
	189,456 <u>-10,432</u>	
5,687 <u>-3,216</u>		984,300 <u>-213,498</u>
	676,345 -99,999	
780,780 -175,175		54,893 -55,221

### **Lesson 5: Repetitive Subtraction and Addition**

Overview Use the calculator to subtract or add repetitive

numbers using the constant function.

Teacher Materials "Repetitive Subtraction and Addition" and "Fastest

Fingers" transparencies.

Student Materials Pencil, Calculator, and "Constant Calculations"

worksheet.

Keys Introduced Constant function using the |=| Key.

Teaching Notes Ask your students to enter 10 on the calculator and

add 10 to the total every time you snap your fingers. Snap your fingers 4 times and compare the answers from several students (the answer should be 50).

Tell the students how the calculator stores the last command and number entered. This is called the constant function. The constant function helps reduce mistakes and save time when you must subtract, add, divide, or multiply the same number many times.

Ask your students to again enter 10 on the calculator and add 10 every time you snap your fingers. Snap your fingers 4 times and compare the answers.

Note: The constant is removed from memory when the ON/AC button is pushed.

Use the "Fastest Fingers" transparency to play a fungame that reinforces the constant function.

Use the "Constant Calculations" worksheet for practice.

# Repetitive Subtraction and Addition

$$15 - 3 - 3 - 3 = ?$$
  
 $6 + 2 + 2 + 2 = ?$ 

Press these buttons:	The calculator shows:
ON/C	0.
15 -	15.
3 =	12.
=	9.
=	6.
ON/C	0.
6 +	6.
2 =	8.
=	10.
=	12.

## **Fast Fingers**

Enter 500 + 5 = on your calculator. When the teacher says "Go" add one to your calculator as many times as you can until the teacher says "stop".

The student with the largest number has the fastest fingers.



Winning total:	-
Name of Student with the Fastest Fingers	

STUDENT WORKSHEET

### **Constant Calculations**

Use the = key to work these constant calculations.

5. 
$$27 - 3 - 3 - 3 - 3 - 3 =$$

6. 
$$45 + 5 + 5 + 5 + 5 + 5 =$$

7. 
$$1000 - 100 - 100 - 100 - 100 =$$

8. 
$$2000 + 50 + 50 + 50 + 50 + 50 =$$

### **Lesson 6: Multiplication**

Overview Use the calculator to multiply numbers.

Teacher Materials "Multiplication" and "Multiplication Mountain Answer

Key", "Multiplying Multiple Numbers", and "Repetitive

Multiplication" transparencies.

Student Materials Pencil, Calculator, and "Multiplication Mountain",

"Multiplication Calculator Battle", and "Calculator

Connections III" worksheet.

Keys Introduced

Teaching Notes Display the "Multiplication" transparency. Ask the students to follow along with you as you discuss the

exercise.

X

The "Multiplication Mountain" worksheet provides additional practice. Ask students to solve each multiplication problem with the calculator and fill in the illustration.

To play "Multiplication Calculator Battle", pair up the students. Explain the following game rules:

- Cut out the Multiplication Calculator Battle cards (one set for each pair of students).
- Mix the cards and place face down in one pile.
- Student A draws two cards and multiplies the numbers on their calculator.
- > Student B draws two cards and multiplies the numbers on their calculator.
- ➤ The students compare the displays. The student with the largest number scores a hit and enters "1" on the score sheet.
- ➤ Both students press the ON/C key.
- The game continues until all cards are gone. The player with the most hits wins.
- To extend the game, mix the cards and start again

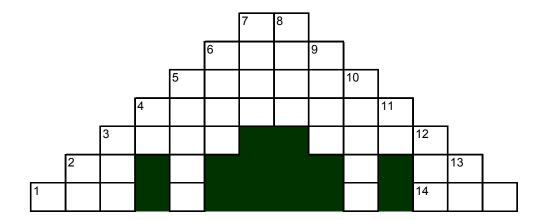
The "Calculator Connections III" worksheet provides additional practice. Ask students to solve each multiplication problem with the calculator and connect the box with the correct answer by drawing a line.

# **Multiplication**

Press these buttons:	The calculator shows:
ON/C	0.
<b>6 X</b>	6.
8	8.
=	48.
ON/C	0.
43 X	43.
5	5.

#### STUDENT WORKSHEET

## **Multiplication Mountain**

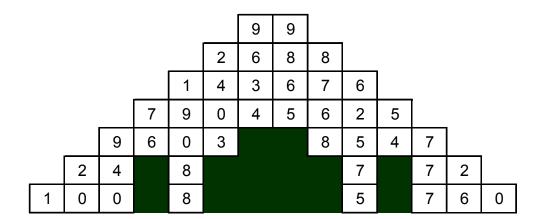


#### Across

#### Down

## **Multiplication Mountain**

## **Answer Key**



96.

# **Multiplying Multiple Numbers**

6 X 8 X 2 = ?

The calculator shows:
0.
6.
8.
48.
2.

=

# **Repetitive Multiplication**

#### Press these buttons:

#### The calculator shows:

**32**.

these buttons:	The calculator
ON/C	0.
4 X	4.
2	2.
=	8.
4	4.
=	16.
6	6.
=	24.
8	8.

=

STUDENT WORKSHEET

# **Multiplication Calculator Battle**

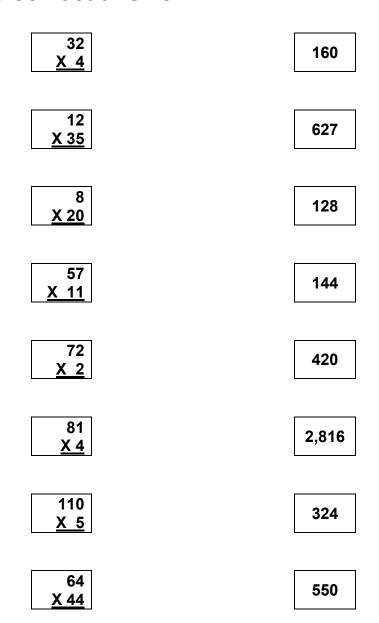
12	51	17
23	48	9
37	38	39
65	<b>42</b>	15

# Multiplication Calculator Battle Score Sheet

Student A Name:	Student B Name:
Hits	Hits

### **Calculator Connections III**

Multiply the numbers in the boxes on the left side of the page. Draw a line to the box on the right side with the correct answer.



#### **Lesson 7: Division**

Overview Use the calculator to divide numbers.

Teacher Materials "Two Methods for Writing Division Problems",

"Division", and "Repetitive Division" transparencies.

Student Materials Pencil, Calculator, and "Calculator Connections IV"

worksheet.

Keys Introduced ÷

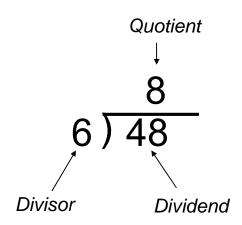
Teaching Notes Display the transparencies. Ask the students to follow

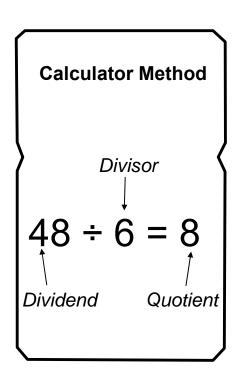
along with you as you discuss the exercise.

The "Calculator Connections IV" worksheet provides additional practice. Ask students to solve each division problem with the calculator and connect the box with the correct answer by drawing a line.

# Two Methods for Writing Division Problems

#### **Hand Written Method**





## **Division**

$$48 \div 6 = ?$$
  
 $81 \div 3 = ?$ 

Press these buttons:

The calculator shows:

0.

48 ÷

48.

6

6.

=

8.

\_\_\_\_\_

-----

ON/C

0.

81 ÷

81.

3

3.

=

**27**.

## **Repetitive Division**

#### Press th

=

52

#### r shows:

**22**.

**52**.

13.

these buttons:	The calculator
ON/C	0.
100 ÷	100
4	4.
=	25.
40	40.
=	10.
88	88.

## **Calculator Connections IV**

Divide the numbers in the boxes on the left side of the page. Draw a line to the box on the right side with the correct answer.

#### **Lesson 8: Division with Remainders**

Overview Use the calculator to divide numbers with remainders.

Teacher Materials "Two Methods for Writing Division with Remainders",

"Division with Remainders", "Repetitive Division with Remainders", and "Calculating the Remainder",

transparencies.

Student Materials Pencil, Calculator, and "Calculator Connections V"

worksheet.

Keys Introduced ÷

Teaching Notes Display the transparencies. Ask the students to follow

along with you as you discuss the exercise.

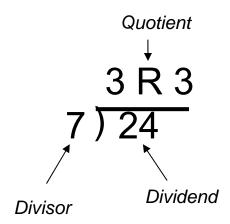
Inform the students how the calculator displays the "remainder" as digits to the right of the decimal point. Use the "Calculating the Remainder" transparency to show how to determine the remainder. To find the remainder, multiply the number to the left of the decimal point by the divisor. Then subtract the result

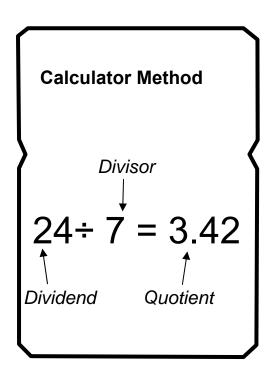
from the dividend to get the remainder.

The "Calculator Connections V" worksheet provides additional practice. Ask students to solve each division problem with the calculator and connect the box with the correct answer by drawing a line.

# Two Methods for Writing Division with Remainder Problems

#### **Hand Written Method**





### **Division with Remainders**

$$48 \div 5 = ?$$
  
 $74 \div 6 = ?$ 

Press these buttons:	The calculator shows:
ON/C	0.
48 ÷	48.
5	5.
=	9.6
ON/C	0.
74 ÷	<b>74</b> .
6	6.
=	12.3333333

# Repetitive Division with Remainders

Press these I	buttons:
---------------	----------

### The calculator shows:

8.666666

tnese buttons:	ine calculator snov
ON/C	0.
100 ÷	100.
6	6.
=	16.66666
40	40.
=	6.666666
88	88.
=	14.66666
52	<b>52</b> .

=

# **Calculating the Remainder**

$$76 \div 8 = ?$$

Press these buttons:	The calculator shows:
ON/C	0.
76 ÷	76.
8	8.
=	9.5
9 X	9
8	8.
=	72
<b>76</b> -	76.
72	<b>55.</b> The remainder is 4.
	4.

### **Calculator Connections V**

Divide the numbers in the boxes on the left side of the page. Draw a line to the box on the right side with the correct answer.

### **Lesson 9: Decimals**

Overview Use the calculator to add and subtract numbers with

decimals.

Teacher Materials "Decimals" transparency

Student Materials Pencil, Calculator, "Calculator Connections VI"

worksheet, "Estimation Exploration" worksheet, and "I

Love Decimals" worksheet.

Keys Introduced

•

Teaching Notes The "Calculator Connections VI" worksheet provides

additional practice. Ask students to solve each math problem with the calculator and connect the box with

the correct answer by drawing a line.

The "Estimation Exploration" worksheet, is an additional way to have a fun time with decimals. It shows the difference between estimated and exact answers. It is another way to improve skills and learn more about decimals and using the calculator.

### **Decimals**

Press these buttons:	The calculator shows: 0.
2.5 +	2.5
5.3	5.3
=	7.8
ON/C	0.
7.4 -	7.4.
6.1	6.1
=	1.3

1.5

### **Calculator Connections VI**

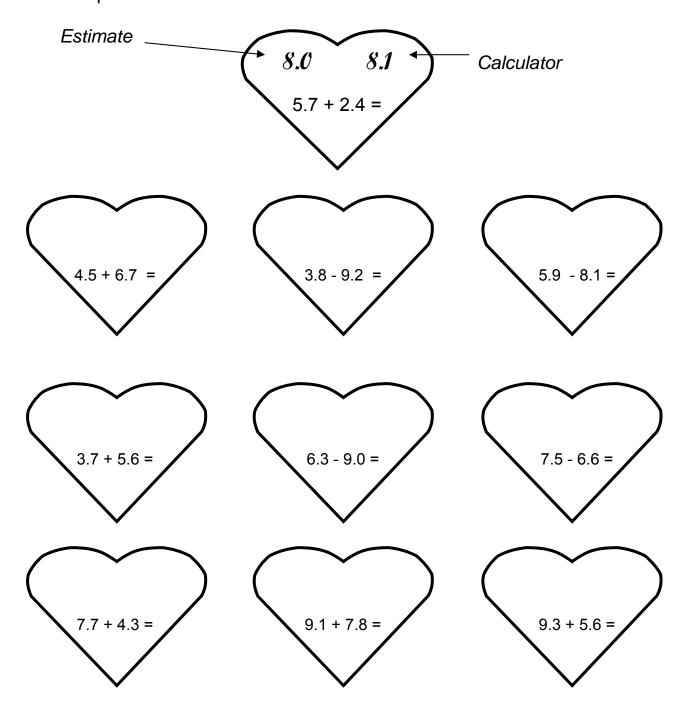
Add the Decimals in the boxes on the left side of the page. Draw a line to the box on the right side with the correct answer.

#### STUDENT WORKSHEET

### **I Love Decimals**

Estimate the answer for the math problems then use your calculator to check the answers. Write your estimates in the left arc of the hearts and the calculator answers in the right arcs.

### Example:



### **Lesson 10: Memory**

Overview Use the calculator to add and subtract numbers and

store the numbers in the calculator's memory

Teacher Materials "Calculator Memory", "Adding Products with Memory",

and "Find the Total Cost Using Memory",

transparencies.

Student Materials Pencil, Calculator, and "Million Memory Magic"

worksheet.

Keys Introduced MRC M+ M-

Teaching Notes Talk to the students about memory, and how it works

on a calculator. The memory icon will appear on the calculator screen when a number has been stored. To view the stored number, press the MRC button once. MRC stands for "Memory Recall & Clear". If the MRC key is pressed twice, the memory is cleared.

M+ Adds the displayed number to the memory of the calculator

M- Subtracts the displayed number from the memory of the calculator

MRC Displays the number from the memory onto the screen of the calculator

MRC Clears the memory

The Million Memory Magic worksheet is for students to practice using the memory function of the calculator. It is to be done individually to test the skills learned in the lesson. Understanding this worksheet will show fulfillment and accomplishment with this lesson.

You should ask students to press the MRC key twice before the exercise ... to make sure everyone starts with a clear memory.

# **Calculator Memory**

M+ Adds the displayed

number to the memory of

the calculator

M- Subtracts the displayed

number from the memory

of the calculator

MRC Recalls and displays the

number in memory

MRC | MRC | Clears the memory

# **Adding Products with Memory**

What is the total of the three equations below?

Press these buttons:	The calculator shows:
ON/C MRC MRC ON/C	0.
2 x . 99 =	1.98
M+	MEMORY 1.98
3 x 1 . 49 =	<b>MEMORY 4.47</b>
M+	MEMORY 4.47.
4 x . 52 =	<b>MEMORY 2.08</b>
M+	<b>MEMORY 2.08</b>
MRC	MEMORY 8.53

# **Find the Total Cost Using Memory**

3 \$5 Items 6 \$2 Items \$13 Discount = ?

Press these buttons:	The calculator shows:
ON/C MRC MRC	0.
3 x 5 =	15.
M+	MEMORY 15
6 x 2 =	MEMORY 12
M+	MEMORY 12
MRC	MEMORY 27
- 13 =	MEMORY 14

#### STUDENT WORKSHEET

### **Million Memory Magic**

Use the Memory function to quickly divide 1,000,000 by 1 through 10. Enter 1,000,000 into memory. Use the MRC key to recall the 1,000,000 value instead of re-entering 1,000,000 for each equation.

$$1,000,000 \div 3 =$$

$$1,000,000 \div 4 =$$

$$1,000,000 \div 7 =$$

### **Lesson 11: Percents**

Overview Use the calculator for situations involving sales taxes,

discounts, or other percent problems.

Teacher Materials "Percents" and "More Percents" transparencies.

Student Materials Pencil, Calculator, and "Would You Like To Own an

Amusement Park?" worksheet.

Keys Introduced %

Teaching Notes Remember the \( \begin{aligned} \text{Rey acts like the } = \text{key so } = \text{Rey so } \)

does not need to be pressed at any point when doing

percents

For the game where the students have to make up an Amusement Park and have to figure out what the discounted price with tax will be, is a way for the students to look at a real life situation. They use their new knowledge of percents to figure out the discounts that they one day might be using and then they will

know how much money they are saving.

### **Percents**

Press these buttons:	The calculator shows:
ON/C ON/C	0.
3.70 _	3.70
12 %	3.256
7.50 +	7.50
6 %	7.95

### **More Percents**

\$4.90 - 15% discount=? \$8.20 + 7% sales tax

Press these buttons:	The calculator shows:
ON/C ON/C	0.
4.90 -	4.90
<b>15</b> %	4.165
8.20 +	8.20
<b>7</b> %	8.774

Would you like to own an Amusement Park?

Decide what rides to offer and set the ticket price for each ride. Offer a 10% discount. Use 5% for the Tax rate and calculate the final price.

		's	<b>Park</b>

Name of Ride	Twister		
Original Cost of Ride	\$10.00		
% discount	10%		
Sale Price	\$9.00		
Sales Tax %	5%		
Final Cost	\$9.45		

### **Lesson 12: Interest**

Overview Use the % key to determine interest amounts for a

loan.

Teacher Materials "Simple Interest" and "Total with Interest"

transparencies.

Student Materials Pencil, Calculator, and "Interesting Ride" worksheet.

Keys Introduced %

Teaching Notes Remember the % key acts like the = key so =

does not need to be pressed at any point when doing

percents

The worksheet "Interesting Ride" is fun and

interesting to students. Word problems that portray real life situations can better focus the mind and show

how interest will one day affect the student.

# **Simple Interest**

Press these buttons:	The calculator shows:
ON/C ON/C	0.
750 x	<b>750</b> .
13 %	97.5
299 x	299.
3 %	8.97

### **Total with Interest**

	Press	these	buttons:
--	-------	-------	----------

ON/C ON/C

490 +

**15** %

820 +

**7** %

The calculator shows:

0.

490.

563.5

820.

877.4

### **INTERESTING Ride**

### Hop aboard and get ready for the INTERESTing ride!!

Below are a few problems that are fun. Come along and enjoy the ride.

- Mr. Bob has a piggy bank that has \$300.00 in it. The piggy pays
   Mr. Bob 3% per year. How much interest will piggy pay Mr. Bob in
   the first year?
- Mrs. Bob has a jar full of \$3,500.00 all in pennies that is 350,000 pennies. Every year the jar pays Mrs. Bob 9% interest. How much money will the jar pay Mrs. Bob at the end of the year?
- Mr. and Mrs. Bob have a bank account for Little Bob their son. At the start of the year, they put a deposit of \$2,500.00. The bank pays a yearly interest of 6%. How much will Mr. and Mrs. Bob have at the end of the year?
- © Sam, Little Bob's friend asks Little Bob for \$50 to buy ice cream for a month. Little Bob is smart and gives Sam the money with a fee of 2% interest. How much money total will Sam have to pay Little Bob at the end of the month?
- Mr. Smith works with Mr. Bob, and they both need lunch, but Mr. Bob does not have money with him. Mr. Smith pays \$15 for Mr. Bob's lunch and says to pay him back in 4 days with 2% interest for everyday until he pays. How much money will Mr. Bob have to pay Mr. Smith total in 4 days?

### **Lesson 13: Square Roots and Squares**

Overview Use the calculator to determine the square and

square root of numbers.

Teacher Materials "Why Call it the "Square", "Square Roots", and

"Squares" transparencies.

Student Materials Crayons, Calculator, and "Square Grid" worksheet.

Keys Introduced √

Teaching Notes Remember to explain that Square roots and Squares

are inverses of each other.

Write the following equation on the board:

10 X 10 = 100

Show how 100 is the square of 10. Explain that 10 is

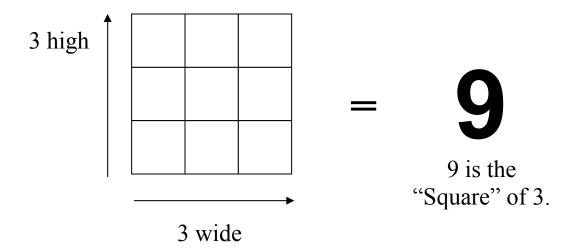
the square root of 100.

Provide copies of the "Square Grid" worksheet to students. Ask the students to draw colored boxes

representing the Square of 1, 2, and 4.

# Why Call it the "Square"?

When small squares are used to make a larger square you can see why we use the term "Square".



3 is the "Square Root" of 9.

# **Square Roots**

$$\sqrt{121} = ?$$
 $\sqrt{225} = ?$ 
 $\sqrt{36} = ?$ 

Press these buttons:	ine calculator snows:
ON/C ON/C	0.
121 \[  \]	11.
<b>225</b> \[  \]	15.
<b>36</b> √	6.

# **Squares**

$$12^2 = ?$$
  
 $4^2 = ?$ 

 Press these buttons:
 The calculator shows:

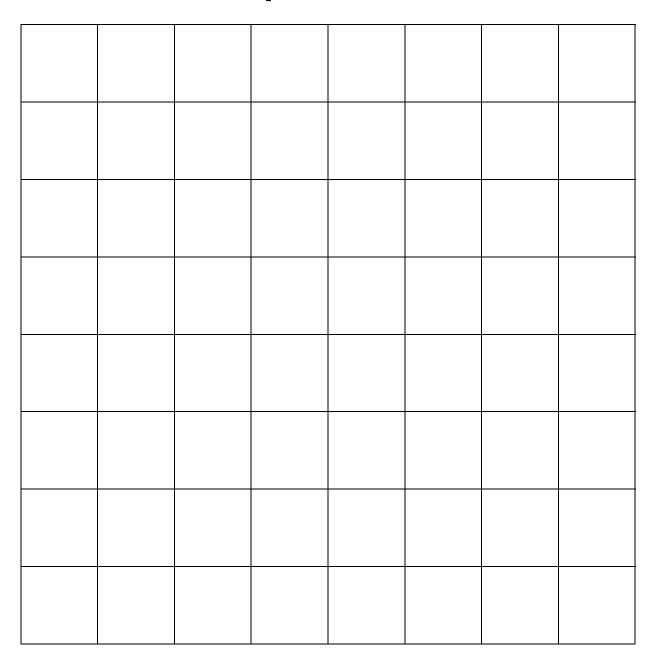
 ON/C ON/C
 0.

 12 x 12
 144.

4 x 4 16.

#### STUDENT WORKSHEET

# **Square Grid**



### **Lesson 14: Adding Negative Numbers**

Overview Use the calculator to add negative numbers.

Teacher Materials "Adding Negative Numbers", and "Football Game"

transparencies. "Play Cards" cutouts.

Student Materials Pencil, Calculator, and Score Sheet.

Keys Introduced +/-

Teaching Notes Remember to explain that numbers can be positive

and negative. Use a number line to illustrate that numbers to the left of 0 are negative and to the right are positive. Point out that the +/- key allows

students to calculate negative numbers.

The purpose of the football exercise is for the classroom to use their calculator to calculate the correct position on the field after several plays with positive and/or negative yardage.

- > Cut out the "Play Cards" and shuffle.
- Use the Football Game transparency to show the football field.
- Mark the 50 yard line on the transparency with a marker; this is where play will begin.
- Call three students to the front of the class and have each of them select a "Play Card" from the deck.
- Have each of the students read their card one at a time, while the rest of the classroom writes the result of each play on their "Score Sheet". The 1<sup>st</sup> card read will be marked on the "Score Sheet" as 1<sup>st</sup> Down, the 2<sup>nd</sup> card will be 2<sup>nd</sup> Down, and the 3<sup>rd</sup> card will be 3<sup>rd</sup> down.
- After the all three plays have been read, ask the classroom to calculate the Total Gain or Loss of that drive.
- Use the football field transparency to mark the Total Gain or Loss. If a touchdown is scored, start over at the 50 yard line.
- Call up three new students and continue to play until the score sheet is completed.

# **Adding Negative Numbers**

$$5 + -10 = ?$$

$$8 + -15 = ?$$

Press these buttons:	The calculator shows:
ON/C	0.
5 +	<b>5</b> .
10 +/-	10
=	5
ON/C	0.
8 +	8.
15 +/-	15
=	7

### **Football Game**

TOUCHDOWN	
10	10
20	20
30	30
40	40
50	50
40	40
30	30
20	20
10	10
	TOUCHDOWN

#### STUDENT WORKSHEET

### **Score Sheet**

1 <sup>st</sup> Down: 2 <sup>nd</sup> Down: 3 <sup>rd</sup> Down: Total Gain/Loss:	1 <sup>st</sup> Down:
1 <sup>st</sup> Down: 2 <sup>nd</sup> Down: 3 <sup>rd</sup> Down: Total Gain/Loss:	1 <sup>st</sup> Down: 2 <sup>nd</sup> Down: 3 <sup>rd</sup> Down: Total Gain/Loss:
1 <sup>st</sup> Down: 2 <sup>nd</sup> Down: 3 <sup>rd</sup> Down: Total Gain/Loss:	1 <sup>st</sup> Down: 2 <sup>nd</sup> Down: 3 <sup>rd</sup> Down: Total Gain/Loss:
1 <sup>st</sup> Down: 2 <sup>nd</sup> Down: 3 <sup>rd</sup> Down: Total Gain/Loss:	1 <sup>st</sup> Down:
1 <sup>st</sup> Down: 2 <sup>nd</sup> Down: 3 <sup>rd</sup> Down: Total Gain/Loss:	1 <sup>st</sup> Down: 2 <sup>nd</sup> Down: 3 <sup>rd</sup> Down: Total Gain/Loss:

#### STUDENT WORKSHEET

### **Play Cards**

Your quarterback is sacked for a loss of 18 yards.

The defense is penalized 15 yards for a face mask. Gain 15 yards.

Your team is penalized 5 yards for a false start. Lose 5 yards.

Your running back runs for a 24 yard gain.

Your running back is stopped for a loss of 8 yards.

Your quarterback completes a 32 yard pass. Gain 32 yards.

Your wide receiver fumbles the ball for a loss of 27 yards.

Your wide receiver gains 9 yards on a reverse.

Your team is penalized 15 yards for unnecessary roughness. Lose 5 yards.

Your running back runs for a 4 yard gain.

Your team is penalized 10 yards for holding. Lose 5 yards.

The defense is penalized 17 yards for pass interference. Gain 17 yards.

### **Lesson 15: Subtracting Negative Numbers**

Overview Use the calculator to subtract negative numbers.

Teacher Materials "Subtracting Negative Numbers" transparency.

Student Materials Pencil, Calculator, "Calculator Connections VII", and

"Change in Temperature" worksheet.

Keys Introduced +/-

Teaching Notes The "Calculator Connections VI" worksheet provides

additional practice. Ask students to solve each math problem with the calculator and connect the box with

the correct answer by drawing a line.

Provide copies of the "Change in Temperature" worksheet to students. Ask the students to calculate the difference between the record high and low temperature and find which State has the largest

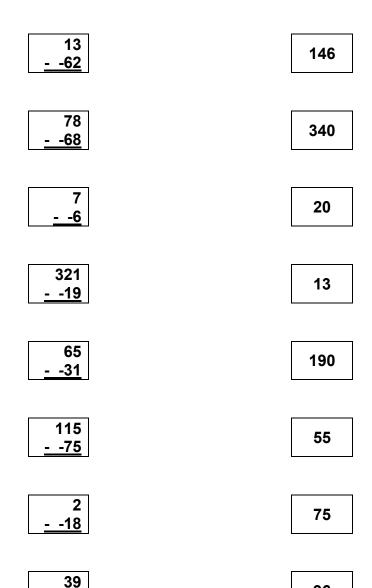
difference.

# **Subtracting Negative Numbers**

Press these buttons:	The calculator shows:
ON/C	0.
40 -	40.
10 +/-	10
=	<b>50</b> .
ON/C	0.
12 -	12.
19 +/-	19
=	31.

### **Calculator Connections VII**

Subtract the numbers in the boxes on the left side of the page. Draw a line to the box on the right side with the correct answer.



96

- -16

STUDENT WORKSHEET

# **Change in Temperature**

Use the +/- key to calculate the difference. Which State has the largest difference in temperature?

State	High	Low	Difference	
1. California	<b>134</b> °F	<b>- 45</b> °F		
2. Florida	<b>109</b> °F	<b>- 2</b> °F		
3. Minnesota	<b>114</b> °F	- <b>60</b> °F		
4. Illinois	<b>117</b> °F	<b>- 36</b> °F		
5. Maine	<b>105</b> °F	<b>- 50</b> °F		
6. Utah	<b>117</b> °F	- <b>69</b> °F		
7. Texas	<b>120</b> °F	<b>- 23</b> °F		
8. Alaska	<b>100</b> °F	- <b>80</b> °F		
9. New York	<b>108</b> °F	<b>- 57</b> °F		
10. Nebraska	<b>118</b> °F	<b>- 48</b> °F		
has the largest difference in temperature.				